



# BROTHER LUTHER

Monk 8 (Way of the Open Hand)

CLASS & LEVEL

36,720

EXPERIENCE POINTS

Helen Cook

PLAYER NAME

Human

RACE

Hermit

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR  
**+1**  
13

**+3** PROFICIENCY BONUS

DEX  
**+4**  
18

CON  
**+2**  
14

INT  
**-1**  
9

WIS  
**+3**  
17

CHA  
**+0**  
11

## SAVING THROWS

- +4 Strength Saves \*
  - +7 Dexterity Saves \*
  - +2 Constitution Saves
  - 1 Intelligence Saves
  - +3 Wisdom Saves
  - +0 Charisma Saves
- \* Prof. bonus added

## SKILLS

- +7 Acrobatics (*Dex*) \*
- +3 Animal Handling (*Wis*)
- 1 Arcana (*Int*)
- +1 Athletics (*Str*)
- +0 Deception (*Cha*)
- +2 History (*Int*) \*
- +3 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- 1 Investigation (*Int*)
- +6 Medicine (*Wis*) \*
- 1 Nature (*Int*)
- +3 Perception (*Wis*)
- +0 Performance (*Cha*)
- +0 Persuasion (*Cha*)
- +2 Religion (*Int*) \*
- +4 Sleight of Hand (*Dex*)
- +4 Stealth (*Dex*)
- +3 Survival (*Wis*)

\* Prof. bonus added

**13** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** none

**Weapons:** simple weapons, shortsword

**Tools:** herbalism kit, flute (musical instrument)

**Saving Throws:** Strength, Dexterity

**Skills:** Acrobatics, History, Medicine, Religion

**Languages:** Common, Gnomish, Goblin

## ENCUMBRANCE

**Lifting & Carrying:** 195 lbs. max. carrying capacity; 390 lbs. pushing or dragging (speed -5 ft.); 390 lbs. max. lift.



ARMOR CLASS (AC)

**17**



INITIATIVE

**+4**



SPEED

**45 ft.**

Armor Worn: none (Unarmored Defense)



HIT POINTS

**59**

HIT DICE

**8d8**

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Extra Attack.** When making an Attack action, you may make two attacks rather than one.

**Martial Arts.** *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 bludgeoning damage. Strike counts as magical to overcome target's resistance to nonmagical attacks and damage. Make unarmed strike as bonus action.

**Dart.** *Ranged Weapon Attack:* +7 to hit. *Hit:* 1d4+4 piercing damage. (Normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC & SPECIAL ATTACKS

**Martial Arts During A Turn:** Counting actions and bonus actions, make three unarmed attacks or one weapon attack plus two unarmed attack in turn. Or, for 1 ki point, make four unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round.)

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** shortsword, ten (10) darts, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 10.5 lbs.; add 1 lb. per 50 coins carried.)

**Magic Items (DMG p. 135)**

- 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 652 gold pieces (gp); 51 silver pieces (sp); 37 copper pieces (cp); 4 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Lawful Good.** I do what's right as expected by society to promote order and compassion for all.

**Hermit Background [PHB p. 134]**

- **Feature:** Discovery (great secret).
- **Traits:** Guardian of forgotten relic. Eccentric manner.
- **Ideal:** Truth lies in knowing yourself.
- **Bond:** Study uncovered great evil.
- **Flaw:** Still seeks forbidden lore.

**Human Traits [PHB p. 29]**

- Age: 39 years old
- Medium Size (5' 7", 154 lbs.)

**Ki Energy [PHB p. 78]**

- 8 ki points betw. short or long rests

**Class Features [PHB p. 76]**

- Unarmored Defense (AC)
- Martial Arts (1d6, bonus attack)
- Flurry of Blows (1 ki for two unarmed attacks as bonus action)
- Patient Defense (1 ki for Dodge as bonus action)
- Step of the Wind (1 ki for Disengage or Dash as bonus action, jump distance doubled)
- Unarmored Movement (higher speed)
- Deflect Missiles (reduce by 1d10+12)
- Open Hand Technique (Flurry of Blows may Dex. save or prone, Str. save or pushed back 15 feet, or spoil reactions)
- Slow Fall (-40 damage)
- Extra Attack (2/attack)
- Stunning Strike (1 ki point, Constitution save or stunned)
- Ki-Empowered Strikes (unarmed counts as magical)
- Wholeness of Body (regain 24 h.p. once betw. long rests)
- Evasion (area effect half or no damage)
- Stillness of Mind (end charmed or frightened)